F-15

City War

INSTRUCTION MANUAL

IT'S A WAR OUT THERE AND IT'S HAPPENING IN YOUR OWN BACKYARD. NOW IT'S UP TO YOU TO DEFEND OUR CITY. YOU AND YOUR ALL-OUT FIGHTING MACHINE—AN F-15 WITH SUPERSONIC SPEED AND AN UNLIMITED SUPPLY OF AMMO. YOU'VE ONLY GOT TWO CHOICES. PROTECT IT OR DIE!

YOU'RE PUMPED.

The adrenaline is rushing. Things are getting out of control. Choppers. Jets. Gun boats. Tanks. Giant robots. And they're coming at you non-stop through five hair-raising stages of battle. This is real-life action where you can blast-em with machine guns or fire missiles at your adversaries head on. Prepare to:

- Ambush tanks that are out to destroy your city streets
- Decimate gun boats and choppers from high above the deep blue
- Maneuver through the trenches as you dodge tanks and hostile robots
- Blow up missile silos as you launch your ocean assault
- Blast tanks and jets as you struggle to retain control in the deep, dark cave
- And the fighting isn't over until you wipe out the enemy's command vessel at the end of each and every stage.

Now turn on the power and prove that you're a hero.

UNLEASH THE POWER.

1. Make sure the power switch on your control desk is OFF.
2. Insert F-15 City War game cartridge.
3. Turn the power switch ON. You're in command.

Initiate Action

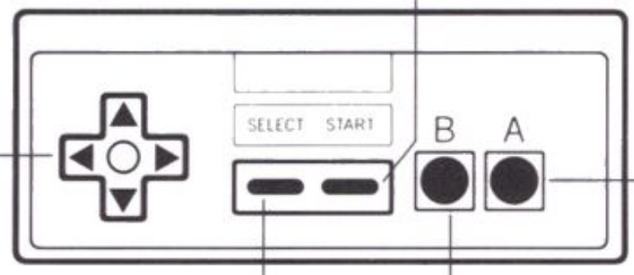
Press the START button to activate one of your five available F-15s. The game action won't stop until every last one is shot down.

YOU'RE IN CONTROL.

Before you take-off you should know your control pad like the back of your hand.

START:
To start a new game/to pause while playing the game.

CONTROL PAD:
Moves your F-15 up, down, left, right. You're a maneuvering machine.



BUTTON A:
To launch missiles.

SELECT:
To continue game.

BUTTON B:
To fire machine guns.

SCORING HIGH.

With five F-15s and endless ammunition, you've got the opportunity to score high.

At the end of each stage, the number of hostile enemies you've shot down will be calculated and your score will be displayed on screen.

Thank you for purchasing F-15 City War. We hope it will provide you with many hours of fun and excitment.

Compliance with FCC Regulations.

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This Booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

American Video Entertainment 90-Day Limited Warranty.

AMERICAN VIDEO ENTERTAINMENT, INC. warrants to the original purchaser of this software product that the medium on which this computer program is recorded is free from defects in material and workmanship for a period of ninety (90) days from date of purchase. AMERICAN VIDEO ENTERTAINMENT, INC. agrees to either repair or replace at its option, free of charge, any AMERICAN VIDEO ENTERTAINMENT, INC. software product. Before any returns are accepted you must call our warranty department (408-453-8088) for a return authorization number. You may then return the product postage paid, together with the return authorization number, sales slip or similar proof of purchase.

THIS WARRANTY IS NOT APPLICABLE TO NORMAL WEAR AND TEAR. THIS WARRANTY SHALL NOT BE APPLICABLE IF A DEFECT ARISES OUT OF ABUSE, UNREASONABLE USE, MISTREATMENT OR NEGLECT OF THE SOFTWARE PRODUCT. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY EXCLUDED. THIS WARRANTY IS LIMITED TO THE 90 DAY PERIOD DESCRIBED ABOVE AND IN NO EVENT SHALL AMERICAN VIDEO ENTERTAINMENT, INC. BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES RELATING TO THE SOFTWARE PRODUCT.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

FREE GAMES!

American Video Entertainment Video Game Registration Card

Fill out this card, send it in, and we'll enter your name in our monthly drawing for a free game.

First Name *Last Name*

Street Address

City *State* *Zip Code* *Age*

Area Code & *Phone Number*

Thank you for purchasing F-15 City War. Please take a moment to answer these questions:

How many video games do you own? _____

How many of them are American Video Entertainment games? _____

Please rate the following aspects of the game (10 = excellent, 1 = poor):

Playability:	10 9 8 7 6 5 4 3 2 1	*Action:*	10 9 8 7 6 5 4 3 2 1
Graphics:	10 9 8 7 6 5 4 3 2 1	*Overall Rating:*	10 9 8 7 6 5 4 3 2 1

Where did you hear about this particular game?

☐ In a store ☐ From a friend ☐ An advertisement ☐ Press review ☐ Other: _____

Send this card to: American Video Entertainment, Inc., 1348 Ridder Park Drive, San Jose, CA 95131.

Note: In the interest of product improvement, specifications and design are subject to change without prior notice.
F-15 City War © 1990 American Video Entertainment, Inc. Game program and graphics are property of American Video Entertainment, Inc. and may not be copied or duplicated in any way for any purpose.
Nintendo & Nintendo Entertainment Systems are trademarks of Nintendo of America Inc.

Address all correspondence to: American Video Entertainment, Inc. 1348 Ridder Park Drive, San Jose, CA 95131